

## **CLAIMS**

I claim:

- 3       1. A location-based game system, comprising:

4           a. a wireless communication network capable of transmitting digital information;

5           b. at least one wireless device capable of transmitting and receiving digital

6 information from said wireless communication network, each said wireless telephone being

7 assigned to at least one player;

8           c. a physical location means coupled to said wireless device used to determine

9 and transmit the physical location of said player over said wireless communication network;

10          d. a wide area computer network coupled to said wireless communication

11 network to enable the physical location of said player to be uploaded from said wireless

12 communication network, and;

13          e. a location-based software game that uses the location information from each

14 said player to achieve the object of the game.

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16       2. The location-based game system, as recited in Claim 1, wherein said location -based

17 software game is located the memory of said wireless device.

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19       3. The location-based game system, as recited in Claim 1, further including a central

20 computer connected to said wide area network.

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22       4. The location-based game system, as recited in Claim 1, wherein said location -based

23 software game is located into the memory of said central computer.

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2       5.     The location-based game system as recited in Claim 4, wherein said location-based  
3 software game is a laser tag game that monitors and records the number of hits of a laser  
4 beam generated by a laser been transmitter on a laser beam receiver.

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6       6.     The location-based game system, as recited in Claim 5, wherein said central computer  
7 includes a database file for said player to record the location of said player.

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9       7.     The location-based game system, as recited in Claim 5, further including a laser beam  
10 sensor coupled to said wireless device, said laser beam sensor used to detect a laser beam  
11 from a laser transmitter.

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13       8.     The location-based game system as recited in Claim 7, wherein said location-based  
14 software game is a laser tag game that monitors and records the number of hits of a laser  
15 beam generated by said laser been transmitter on said laser beam receiver.

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17       9.     The location-based game system, as recited in Claim 1, further including a client-side  
18 software program loaded into said wireless device and a server side software program loaded  
19 into said central computer to enable said wireless device to communicate with said central  
20 computer over said wide area network.

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22       10.    The location-based game system, as recited in Claim 5, wherein the object of said  
23 location based software game is to find a selected target by said players.

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2     11. The location-based game system, as recited in Claim 10, wherein said target is  
3 selected by said central computer.

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5     12. The location-based game system, as recited in Claim 10, further including means to  
6 transmit clues to said player to find said target.